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1. A method of selecting a target object in virtual three-dimensional space, comprising:

identifying objects, including the target object, in the virtual three-dimensional space;

determining distances between the objects and a point in the virtual three-dimensional space;

prioritizing the objects based on distances and identities of the objects; and

selecting the target object from among the objects based on priority.

2. The method of claim 1, wherein the objects comprise one or more of a link object and non-link object.

3. The method of claim 2, wherein prioritizing comprises assigning a higher priority to the non-link objects than to the link objects if the distances meet a predetermined criterion.

4. The method of claim 1 wherein:

the objects include a link object; and

prioritizing comprises assigning higher priority to the link object if the link object is closer to the point than a non-link object by a predetermined distance.

5. The method of claim 4, wherein the predetermined distance comprises 0x1000000.

A1

6. The method of claim 1, wherein identifying comprises distinguishing between a link object and a non-link object.

7. The method of claim 1, further comprising:

receiving coordinates based on a user input; and

locating the objects in the virtual three-dimensional space based on the coordinates.

8. The method of claim 1, wherein determining the distances comprises obtaining differences between coordinates in the virtual three-dimensional space for the objects and coordinates in the virtual three-dimensional space for the point.

9. An apparatus for selecting a target object in virtual three-dimensional space, comprising:

a memory that stores executable instructions; and

a processor that executes the instructions to:

identify objects, including the target object, in the virtual three-dimensional space;

determine distances between the objects and a point in the virtual three-dimensional space;

prioritize the objects based on distances and identities of the objects; and

select the target object from among the objects based on priority.

10. The apparatus of claim 10, wherein the objects comprise one or more of a link object and non-link object.

11. The apparatus of claim 9, wherein prioritizing comprises assigning a higher priority to the non-link objects than to the link objects if the distances meet a predetermined criterion.

12. The apparatus of claim 9, wherein:

the objects include a link object; and

prioritizing comprises assigning higher priority to the link object if the link object is closer to the point than a non-link object by a predetermined distance.

13. The apparatus of claim 12, wherein the predetermined distance comprises 0x1000000.

A1

14. The apparatus of claim 9, wherein identifying comprises distinguishing between a link object and non-link object.

15. The apparatus of claim 9, wherein the processor executes instructions to:

receive coordinates based on a user input; and

locate the objects in the virtual three-dimensional space based on the coordinates.

16. The apparatus of claim 9, wherein determining the distances comprises obtaining differences between coordinates in the virtual three-dimensional space for the objects and coordinates in the virtual three dimensional space for the point.

17. An article comprising a computer-readable medium that stores executable instructions for selecting a target object in virtual three-dimensional space, the instructions causing a machine to:

identify objects, including the target object, in the virtual three-dimensional space;

determine distances between the objects and a point in the virtual three-dimensional space;

prioritize the objects based on distances and identities of the objects; and

select the target object from among the objects based on priority.

18. The article of claim 17, wherein the objects comprise one or more of a link object and non-link object.

19. The article of claim 18, wherein prioritizing comprises assigning a higher priority to the non-link objects than to the link objects if the distances meet a predetermined criterion.

20. The article of claim 17, wherein:

the objects include a link object; and

prioritizing comprises assigning higher priority to the link object if the link object is closer to the point than a non-link object by a predetermined distance.

21. The article of claim 20, wherein the predetermined distance comprises 0x1000000.

A1

22. The article of claim 17, wherein identifying comprises distinguishing between a link object and a non-link object.

23. The article of claim 17, wherein the article further comprises instructions to:

receive coordinates based on a user input; and

locate the objects in the virtual three-dimensional space based on the coordinates.

24. The article of claim 17 wherein determining the distances comprises obtaining differences between coordinates in the virtual three-dimensional space for the objects and coordinates in the virtual three-dimensional space for the point.